

The Festivals

RULEBOOK



Indonesia is an exquisitely beautiful country with a lot of festivals take place around the archipelagos every year. Because of the location and geology, Indonesia is blessed with the most diverse landscape and natural richness. It also gives challenge for any travelers who wants to enjoy every unique festivals from Sabang to Merauke. Only those who are truly in love with Indonesia would get an amazing and unforgettable experience from The Festival of Indonesia.

I. GAME OBJECTIVE

Players are travelers who will compete against each other in order to gain experience by visiting annual festivals in the archipelagos of Indonesia. Traveler who gets the most memorable experience (points) is the winner.

II. COMPONENT



4 Traveler Tokens



45 Ticket Tokens
(15 Yellow, 15 Black,
15 Blue)



1 Airplane Token



8 Island Tiles



2 Connector
Tiles



20 Festival Cards



4 Player Screens

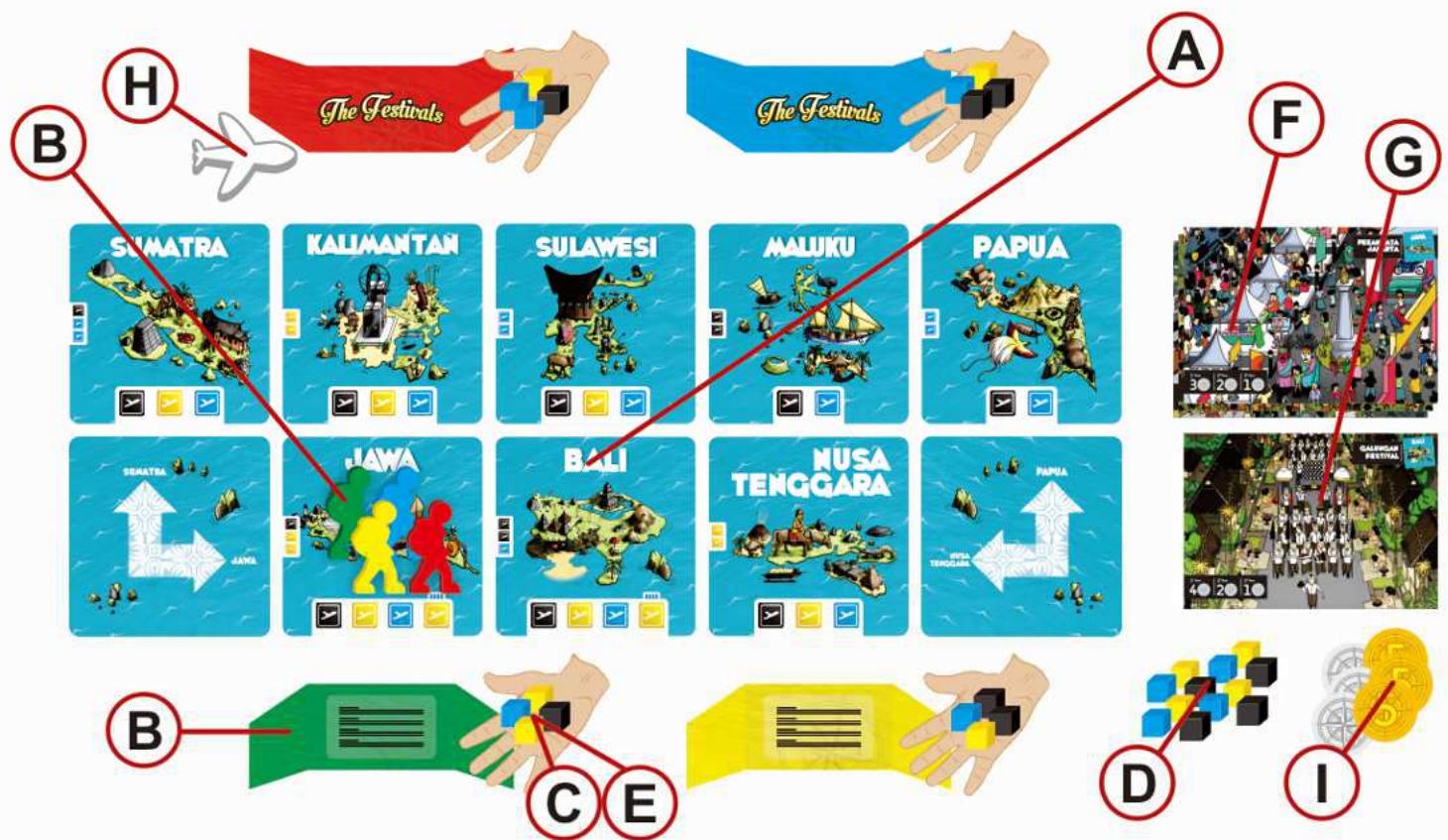


48 Point Tokens
(28 x '1' point,
20 x '5' point)




3 Typhoon
Tokens

III. PREPARATION



A. Place the 8 Island tiles and Connectors tiles in the middle of table as pictured above.

*Use the tiles with  on lower right corner if there are only 2 players.

B. Each player takes a traveler token in color of his choice, placing it on Jawa Island, then places the corresponding player screen in front of him.

C. Then each player receives some ticket tokens depending on the number of players.

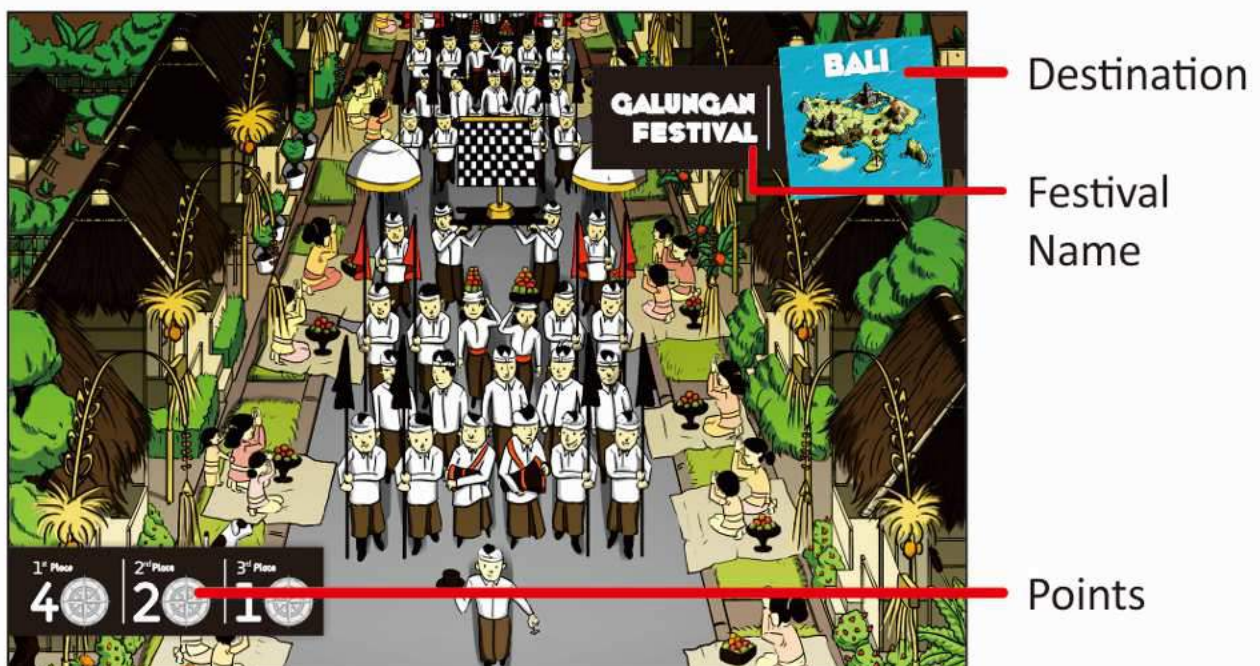
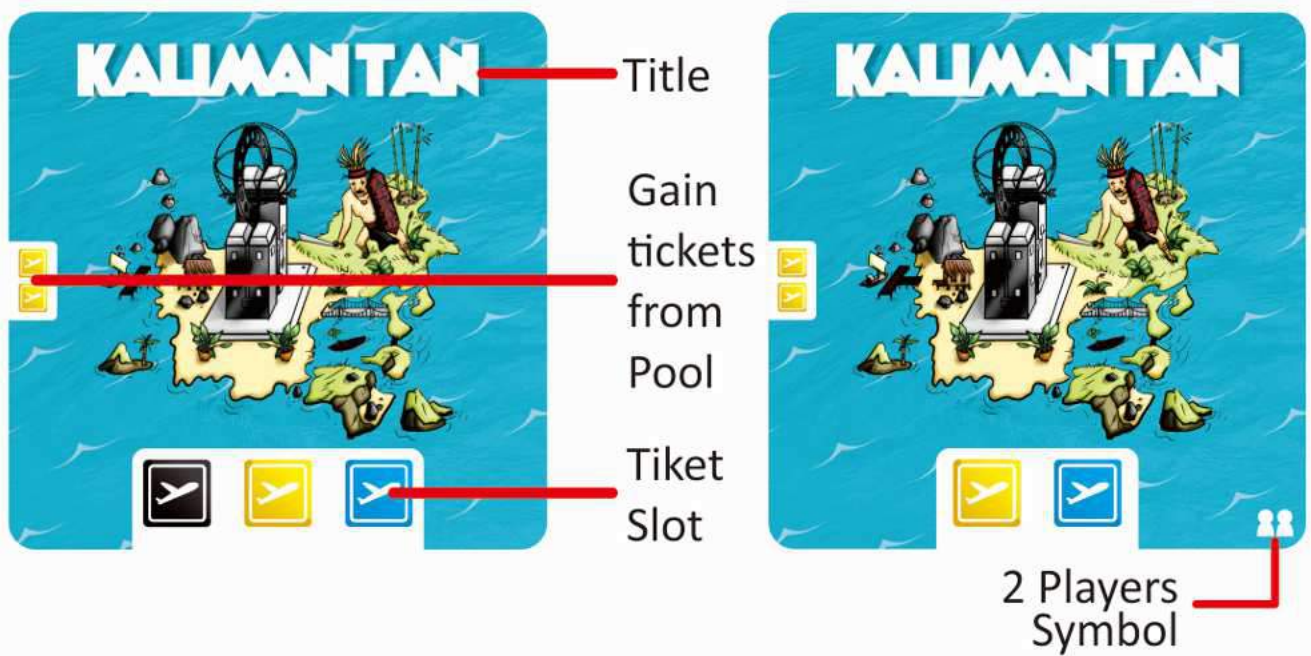
- 2 Players : 6 Ticket Tokens (2 Tokens for each color)
- 3 Players : 5 Ticket Tokens (1 Token for each color + 2 Tokens at random)
- 4 Players : 4 Ticket Tokens (1 Token for each color + 1 Token at random)

D. Store any remaining ticket tokens beside the island tiles, within easy reach for all players, to form **Ticket Pool**.

E. Player has to keep his ticket tokens secretly from the other players. Hold the tickets in your hand, (and not behind the player screen). Those ticket tokens are called **Ticket Supply**.

- F. Shuffle the festival cards and put them face up to form festival deck near the Ticket Pool.
- G. Draw the top card and place it beside the festival deck. This card is now called Active Festival. The card shown on the top of festival deck will be the Active Festival in the next round.
- H. Give the Airplane token to the player who recently had a trip by airplane.
- I. Then put back any remaining player tokens, player screens, and typhoon tokens into the box. They will not be used in this game. (See “**Variants**” to use the Typhoon token on the last page).

IV. CARD ANATOMY



V. ROUND OVERVIEW

Each round, player will make a plan on where he will go, choose tickets to move from an island to adjacent island. Player will get highest point if he is the first player to visit an island that hold a festival, less point if he is late. Beware! Your opponents may block your way so that you can not enjoy the festival. Don't forget to see the where the next festival will be held to make a better plan for the next round.

V. RULE OF PLAY

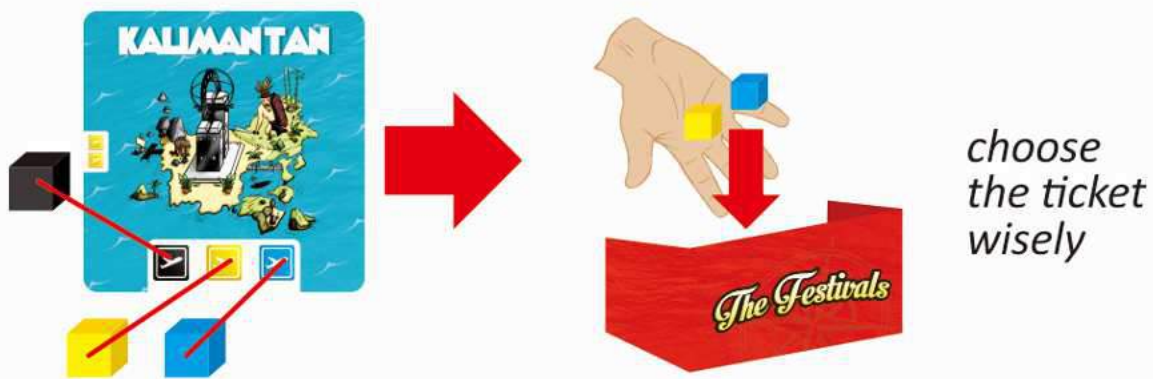
FESTIVAL MODE

The game is played in several rounds. Each round consists of 3 following phases in order.

1. Phase 1 – Planning (bidding)

Each players plan carefully on what they will do in this round. This phase is carried out simultaneously by all players (not by turn).

Each player may secretly take their Ticket Supply and put any number of the ticket you choose behind your player screen. Those tickets will be used in **Phase 2 - Action**.



Player may also leave the player screen empty by not putting any tickets. Wait other players if they are not done yet. When everyone is ready, move to phase 2 below.

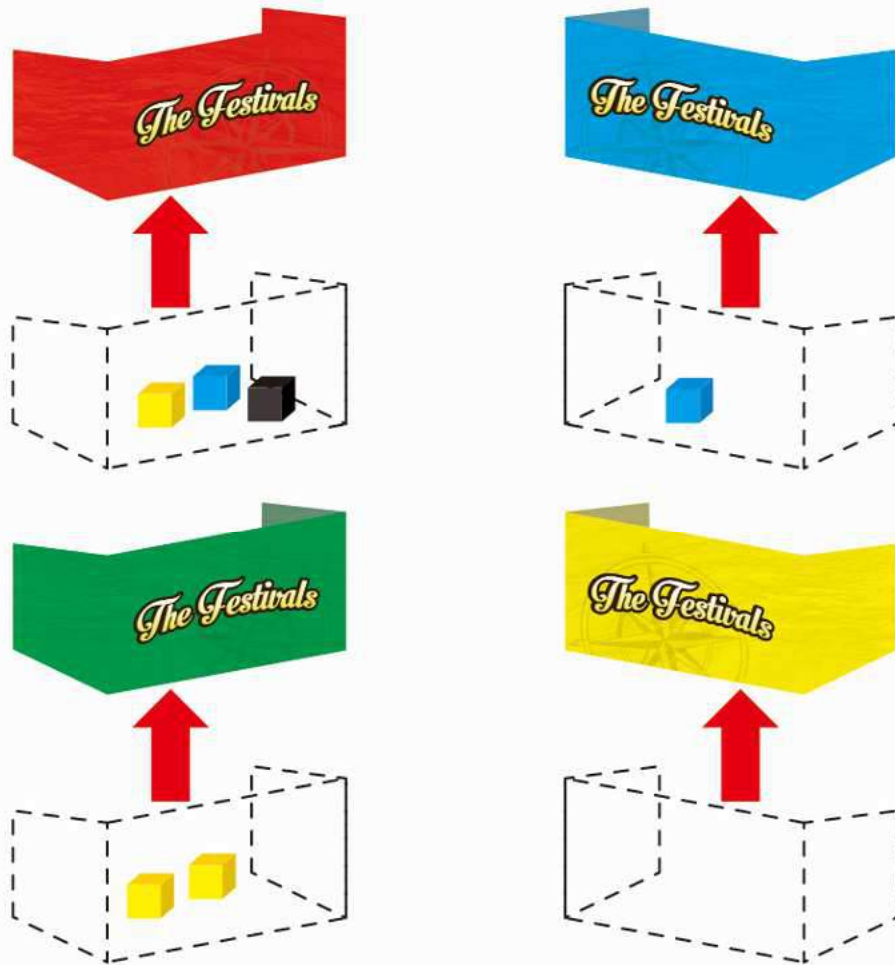
2. Phase 2 – Action

Simultaneously, all players lift or remove their player screen. The number of tickets and the color are no longer a secret now.

2a. Move Action

- The player who shows the most tickets move first, followed by the second most, and so on. (To resolve any tie between players, see "Airplane Token", on the last page).

- Example 1: .



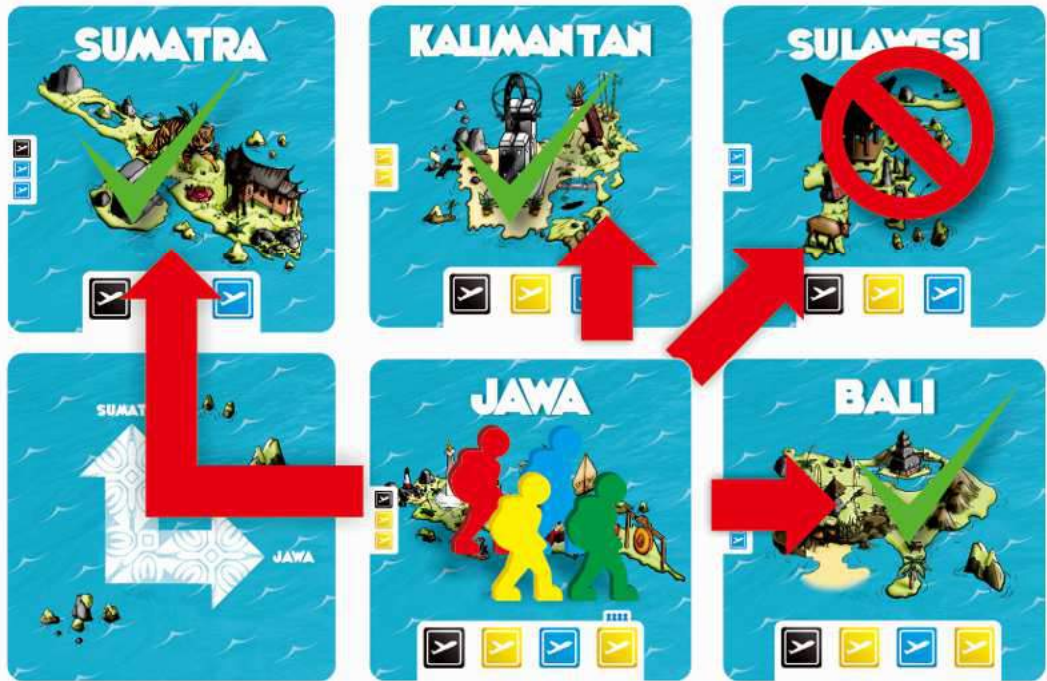
Move Priority (turn order):

1. **Red** Player (3 tickets).
2. **Green** Player (2 tickets).
3. **Blue** Player (1 tickets).
4. **Yellow** Player (No ticket).

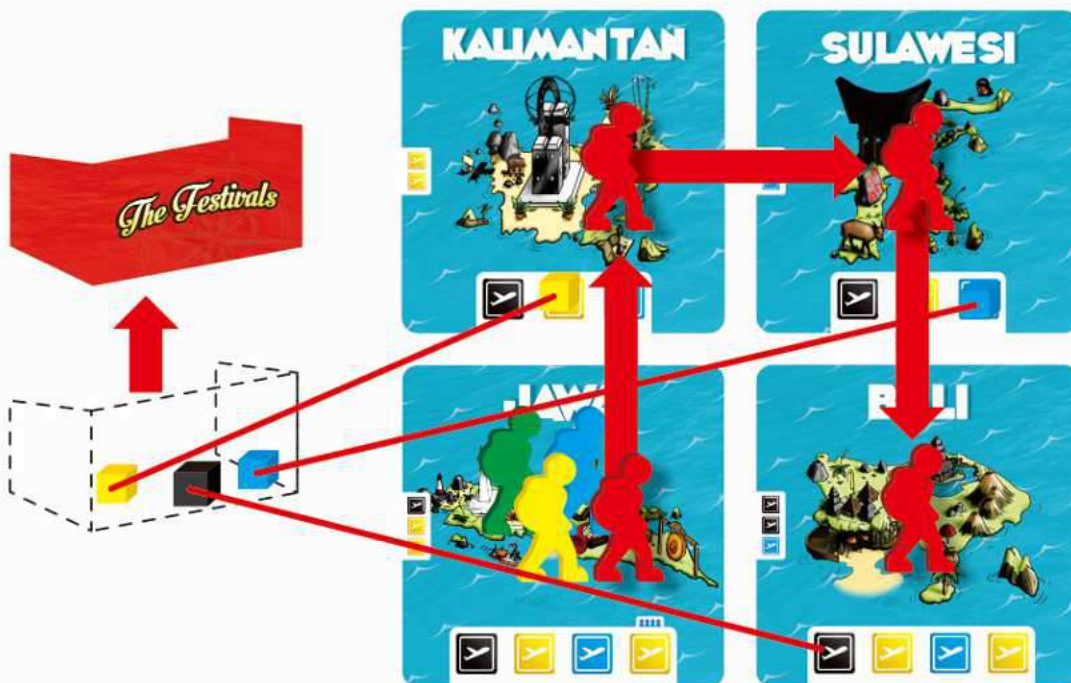
- Player **must** move using any tickets he was showing. Player cannot add/change/remove ticket(s) once the screen is already removed.
- To move, a player puts the ticket token one at a time on the free ticket space of the adjacent island (player cannot move diagonally) matching its color. Then he can moves his traveler token to the island.
- If a player shows more than one ticket, he must continue to move his traveler to the next adjacent island until he uses all of his shown tickets. Player can not choose to partially uses their ticket if they show more than one ticket. Once the screen is removed, all tickets shown here must be used.

- **Golden Rule:** Ticket that already put on the ticket slot cannot be moved or taken. There is no 'undo' in this game, so put the ticket carefully.

Remember: 1 ticket = 1 move. Move through the connector tile is free.



- After **Red** player uses all of his three tickets, **Green** player begins to move, using his 2 tickets. Then **Blue** players. Finally, **Yellow** player will execute phase 2b – Rest action.



*Example 2: **Red** player bid 3 tickets; yellow, black & blue. First he put yellow ticket on ticket space available in Kalimantan. Then he move his traveler to Kalimantan. After that Red has to use his remaining ticket (blue), and **Red** choose to put it to Sulawesi, then move it there. Finally, he put black ticket move to Bali.*

- Any player who ends his turn on island matching the **Active Festival** immediately receives experience (point token). (For details, see “**How to Get Points**” on the next page).
- Each island has different capacity of ticket spaces.
- Each ticket space can only be occupied by exactly one ticket.



2b. Rest

- This action can only be carried out after all players who take **Phase 2a – Move** end their turn. Then, any players who shows no ticket (empty) may choose to take ticket tokens from one of the two sources below:

a.) Island

Collect all tickets that present in the middle of the player's current island (exclude the ticket on the ticket space), or

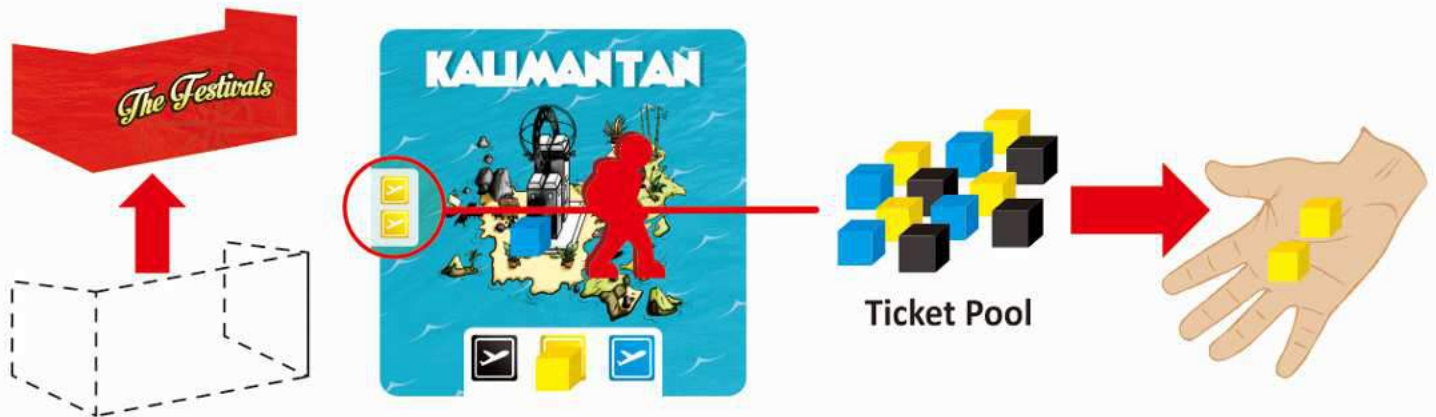


Note: If there is no ticket available on the: a.) island, the player must choose from the: b.) ticket pool.

b.) Ticket Pool

Collect all tickets from the Ticket Pool matching the depicted color token on the side of the player's current island tile.

Note: : Any player who take a rest can also gets a point but only after any player who chooses to move finishes their turn.
(For details, see "How to Get Points" on the next page).
Remember: No ticket = Last player



3. Phase 3 – Refresh

This phase has to be carried out after all players finish their Phase 2 – Move or Rest, and before starting the next round.

a.) Move The Ticket

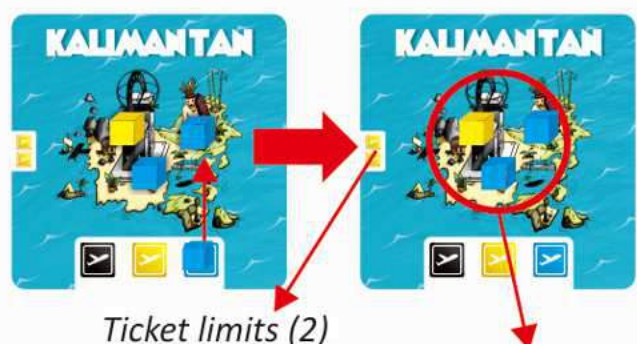
Move any ticket token present on the ticket space on each islands (if any) to the center of the island. These tickets become available for the next round and may be taken if a player chooses Rest action and chooses to collect tickets from the Island.

Important!: An Island can only store limited number of tickets. The limit is equal to the number of ticket pool depicted on the left side of the island tile. If an island has tickets more than its limit, the player with Airplane token must control the ticket flow. (See "Airplane Token" on the last page, to resolve this problem).



Gather all ticket on ticket space (if any) to the center of its island

If there are excess ticket:



Ticket limits (2)

The tickets excess its limit. Some of the ticket must be put back to the ticket pool. The player who has airplane token chose which one.

b.) **Change Festival**

Discard the Active Festival back to box and replace it with the top card of the festival deck. This card become the Active Festival for the next round.

Player may always use the information of next festivals to make better plan for next round.



c.) **Move The Airplane**

Move the Airplane token to the left of the current holder's. Now the players can move to the next round, repeat Phase 1 – Phase 2 – Phase 3 until the end game condition is met.

VII. HOW TO GET POINTS

Each time a player ends his movement (not passing by) on the island matching the Active Festival, that player immediately claims a certain point. The player who first moves to and ends his turn on the Active Festival gets the 1st place points.

Most of the Festivals Cards have points for the 2nd place and 3rd place. So, the second player who moves to and ends his turn on the Active Festival claims the 2nd place points, and so on. The player who already stay on the island matching the Active Festival will also get the points but only if the points are still available. They take the first highest available points but only after any player who chooses to move finishes their turn.

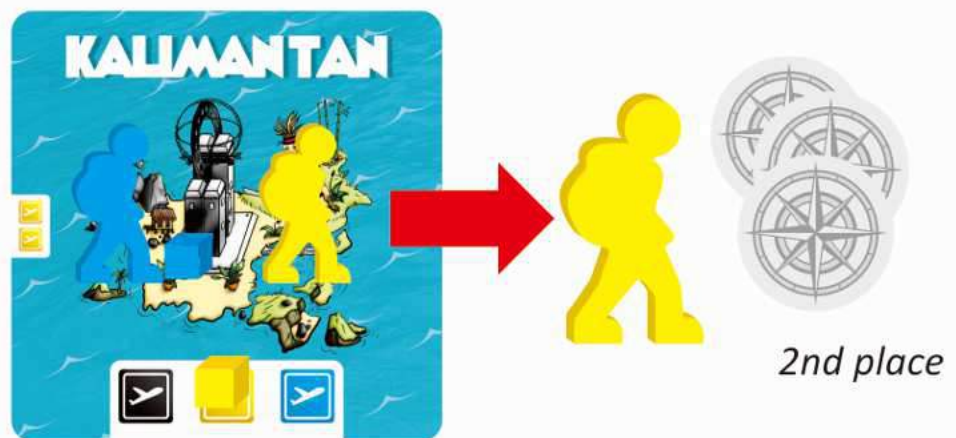
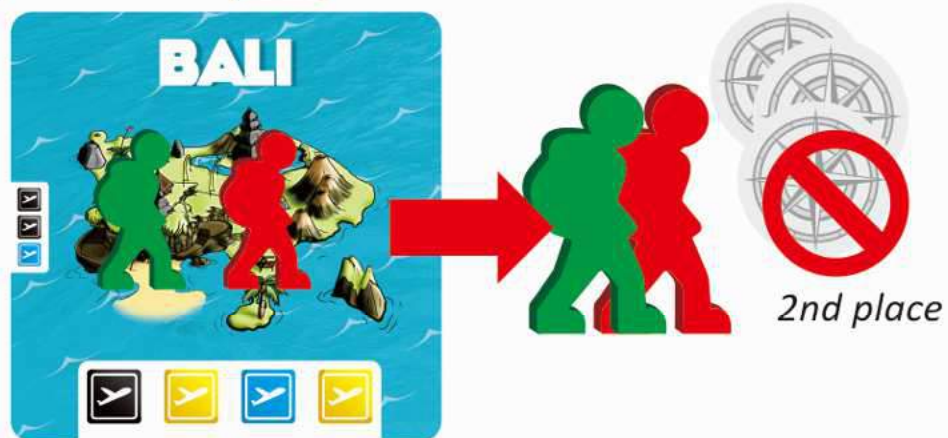
Example 1:

Galungan Festival (Bali) is the Active Festival. According to the example 1 & 2 (page 5 & 6), **Red** moves first. He uses his three tickets to move and ends his movement in Bali. Because **Red** is the first player who moves to and ends the move in Bali, he claims the 1st place point (4 points). **Green** also reaches Bali, he is the second player who ends his movement to Bali so he gets 2 points (2nd place). **Blue** have no interest on Bali, instead he moves to Jawa, he has a plan for the next round. **Yellow** shows no ticket so she stays on Kalimantan this round. In this case, the 3rd place points in Galungan Festival is lost.



Example 2:

Erau Festival (Kalimantan) is the Active Festival. **Blue** moves first and ends his movement on Kalimantan, he then claims 5 points (1st place). **Red** and **Green** move but do not end their movement on Kalimantan. Because **Yellow** uses Rest action and stays on Kalimantan that matching the Active Festival, he claim the highest available points of that festival. Therefore, **Yellow** is given 3 points (2nd place) and the 3rd place points in Erau Festival is lost.



VIII. ENDGAME

Depending on the number of players, the end game is triggered when one player already collects certain amount of experience points according to the table below.

# of Player	Points
2	30
3	26
4	22

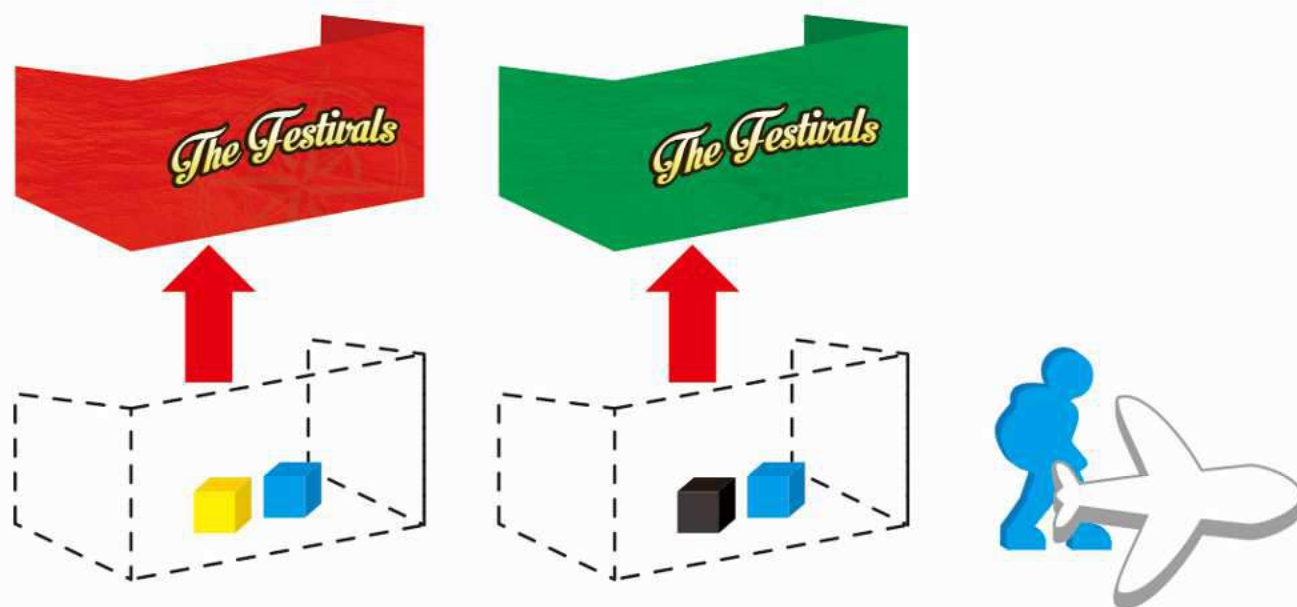
The game ends after resolving any actions on **Phase 2 – Action** of that round. Now players calculating their points. The player who has most point wins the game. If tie, play another round until a player has the highest points after **Phase 2 – action** of that round is complete. If the tie does not break until the festival cards run out, they share victory.

IX. AIRPLANE TOKEN

Airplane token is used to resolve any ties that happened in the middle of the game. The player who has airplane token in that round has the rights to choose who wins the tie. There are two kinds of tie conflict:

- a) Movement conflict, is when two or more players shows the same number of tickets.
- b) Rest conflict, is when two or more players on the same island shows no tickets behind their screen.

Example: **Blue** has the airplane token. He has to choose between **Red** or **Green** who will move first because they show the same number of tickets. **Blue** chooses **Red** to move first. After **Red** finished his turn, **Green** must move.



The player who has airplane token also has a duty to control the ticket flow when any island store tickets more than its limit in **Phase 3 - Refresh**. He chooses which surplus ticket has to be discarded back to the Ticket Pool and which ticket would stay on the center of the island.



X. ADVANCE MODE

Need more challenge? Players may agree to add up to three typhoon tokens. There are slightly changes in **Setup** and in **Phase 3 Refresh**. Any other rules remain the same.

- Setup

Add up to three typhoon tokens. As a setup, put the token between two island tiles as pictured below:



- Phase 3 - Refresh

When resolving **Phase 3 – Refresh**, player with the lowest points may move the typhoon. Move one typhoon between two island tile to any other to island. If there are 2 or more players tie for the lowest, no one moves the typhoon. (Variant: player who has airplane decide between the tied player)



Player may place typhoon horizontally or vertically

Note: Do not place the typhoon where it can block all sides of the island. At least there must be one way in/out to the island.

XI. FAQ

1. Question (Q): Can a player choose to stay or not to move from the current island eventhough he shows some tickets after revealing his player screen?
 Answer (A): Basically you can't! you have to move. You must spend all of your shown tickets and may go back and forth between islands (if the ticket space is still available). Remember, 1 ticket = 1 movement.
2. Q: Then what happened if there is no free ticket space available when moving onto any adjacent island?
 A: Unfortunately, you have been blocked! You need to move to another adjacent island. If there is still no available ticket space on the other adjacent island, congrats, you have to stay on your current island and you lose all of your shown tickets. Put all of your remaining shown tickets to the center of your current island.
3. Q: Can I get a point just by passing through the Active Festival?
 A: No! You have to end your turn on the designated island to get the points.
4. Q: What happened with the Active Festival card when there is no player going to the designated island?
 A: No points are given to any player. Discard the card in Phase 3 – Refresh, and replace it with new Active Festival as usual.



MANIKMAYA
GAMES

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Thanks to: Tim Kummara & Kiriya, Erwin Skripsiadi & tim, Ervan, Adityo, Angga, Aryo, Arief, Jars, Winsoy, Kane, BRDGM, Boardgame Bandung Society, Feira Toichi, Congkak & Co, Canvas Ranger, ATV Productions, dan semua test player.